
Subject: Some Advice For GDI on Field

Posted by [Anonymous](#) on Sat, 06 Apr 2002 13:03:00 GMT

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For the most part I agree with you. But when the harvester gets stuck and you blow it up, it just comes back out and gets stuck in the exact same place. Still though, you shouldn't blow it up. I was playing in a game where all the GDI players sucked monkey and they kept taking out the harvester so they still won. Just wait until WW fixes it.

Subject: Some Advice For GDI on Field

Posted by [Anonymous](#) on Sat, 06 Apr 2002 16:56:00 GMT

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If you take out a harvester, you get money for it. So I'll do it once. After that, I agree with you, even though it is rather cheap.

Subject: Some Advice For GDI on Field

Posted by [Anonymous](#) on Sat, 06 Apr 2002 17:26:00 GMT

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[QUOTE]Originally posted by Malkier:2. BEWARE of stealth black hands and engees sneaking behind the GDI harvester. WHY? Just HUG the behing of the harvester untill u reach the AGT and u will be to Close for the AGT to fire and u just WALKS straight in. Today me and the Other ones who were on NOD did that time after time, (was a bit amazed the the NOD players didnt know of that untill i showed it to them)i knew that but it dosent alwas wook

Subject: Some Advice For GDI on Field

Posted by [Anonymous](#) on Sat, 06 Apr 2002 23:26:00 GMT

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I remember in the first two weeks of the game perfecting the barracks/refinery destruction in Field down to an art. It was music...erm...to my eyes to see ****ed GDIs yelling "WTF, YOU IDIOTS DIDN'T F'ING MINE!" or "WTF, HOW IN THE HELL DID YOU DO THAT!?!". Oh the joys of being a pioneer.

Subject: Some Advice For GDI on Field

Posted by [Anonymous](#) on Sun, 07 Apr 2002 00:31:00 GMT

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Today iv been playing field most of the day, and its a few things the GDI players tend to do (or not to do) that really annoys me. A few Advices And Warnings.1. Please Start mining the cave entrance close to the barracks, NOD can take out Both the refinery (and THATS EASY even a

regulare soldier can do that, and a incredible easy by beeing a blackhand)and the barracks (needs a bit timing though) from that entrance. 2. BEWARE of stealth black hands and engees sneaking behind the GDI harvester. WHY? Just HUG the behing of the harvester untill u reach the AGT and u will be to Close for the AGT to fire and u just WALKS straight in. Today me and the Other ones who were on NOD did that time after time, (was a bit amazed the the NOD players didnt know of that untill i showed it to them)3. When The NOD harvester gets stuck DONT DONT DONT fire at it!!!!!!!!!!!!!! If u fire at it they will get a new one and its not sure that one will get stuck. STUCK HARVESTER Sloooooooooowly incoming credits. Same Applies to NOD on MESA.

Subject: Some Advice For GDI on Field
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:32:00 GMT
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I think you should always take out the Nod harvester. First off, it's going to get stuck again. Second, if it doesn't get stuck again, maybe you can actually have a fair fight, instead of relying on a bug to help you win...

Subject: Some Advice For GDI on Field
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:37:00 GMT
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i agree particle dude. it's the fair thing to do. just be careful about the timing. lol...

Subject: Some Advice For GDI on Field
Posted by [Anonymous](#) on Sun, 07 Apr 2002 13:58:00 GMT
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the biggest thing on that map is that whoever occupies the field can strike at the enemy base and win easily, mammoth rush the oblisc w 3 or 4 mammoths atleast and u will get it. also nod always uses artillery to controll the field from distance, the med and mammoth dont have the range to efectively combat artillery, use havocs u only need like 2 of them to kill all arty and have everyone else w tanks take the field and fire on the hand of nod,

Subject: Some Advice For GDI on Field
Posted by [Anonymous](#) on Mon, 08 Apr 2002 10:38:00 GMT
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Yup - it almost always gets stuck, so nod cash is always gonna come in slow. So kill it - it's points and cash for you as gdi. No downside at all.
